ATELIER IRIS 3™

GRAND PHANTASM

NIS America

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Where worlds collide, a select few are trained to handle any situation. But when mythical treasures appear and personal demons rear their ugly heads, nothing is as simple as it seems. Danger awaits around every corner. Knowledge becomes power, and only the truth will set you free.

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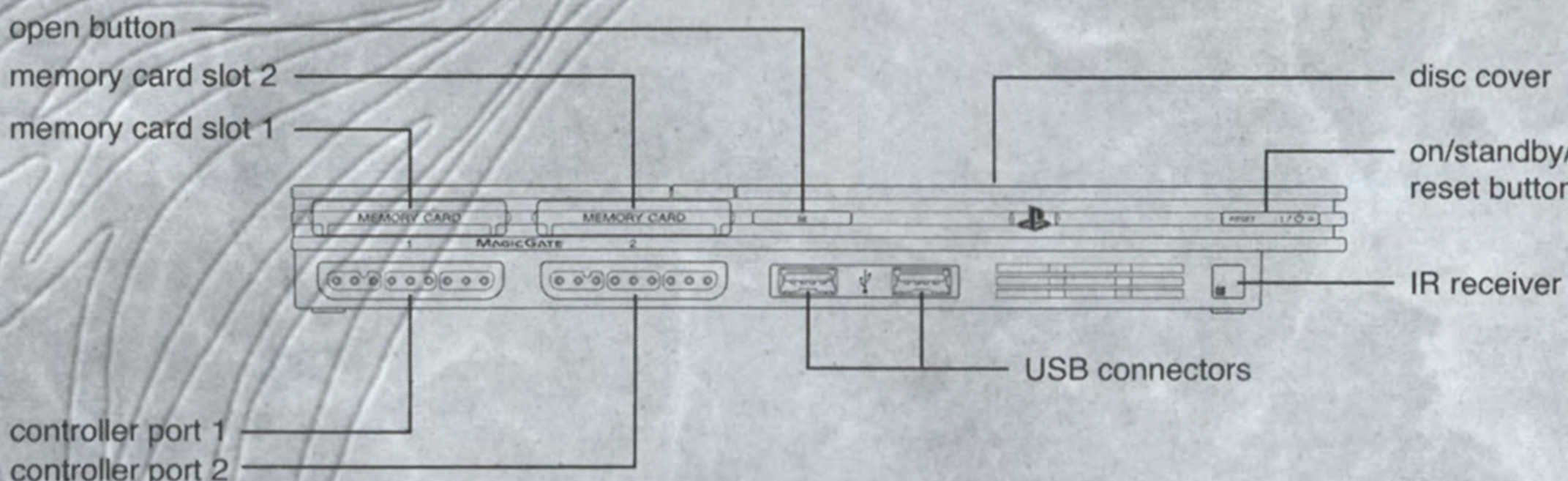
SETTING UP



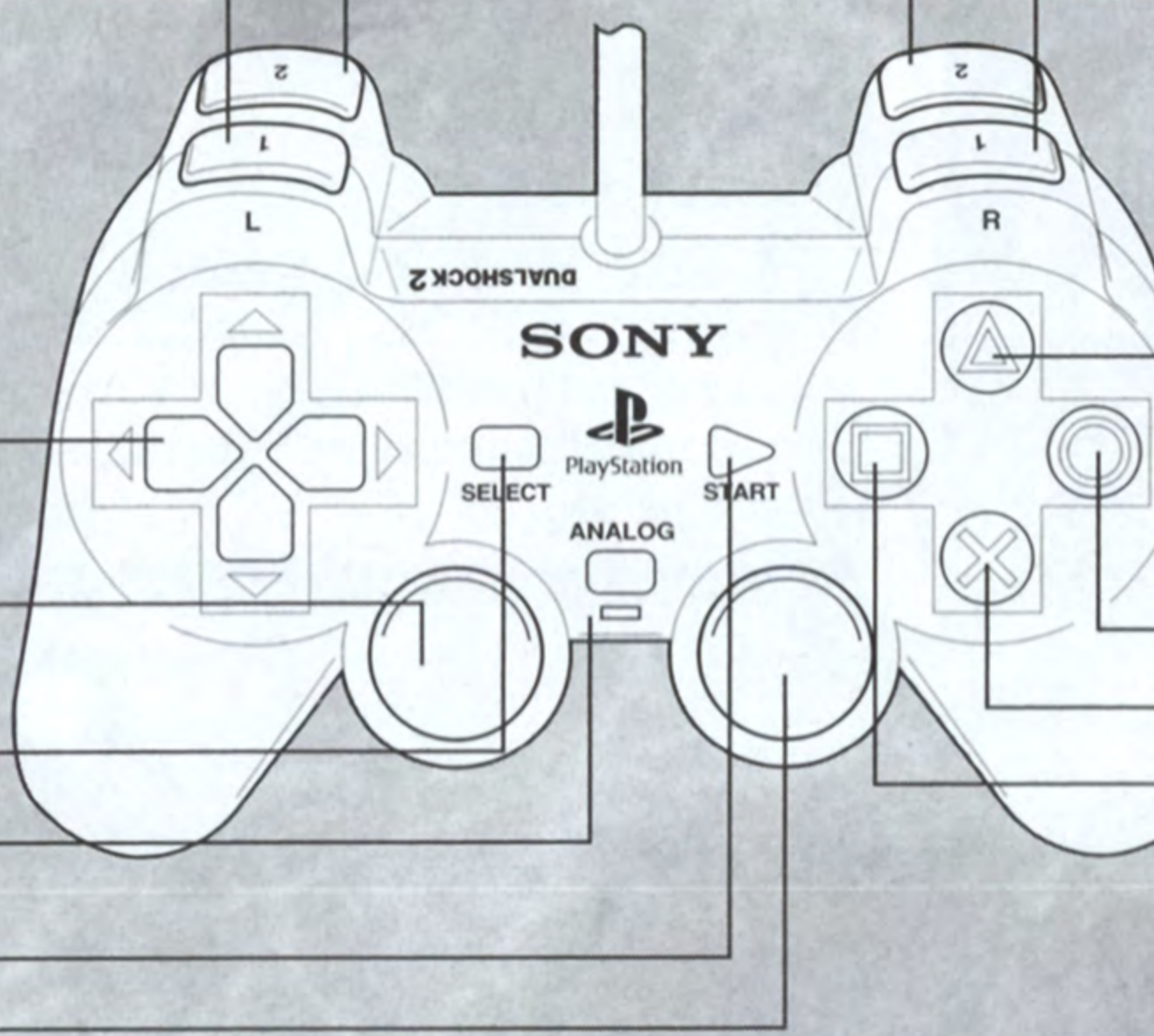
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **ATELIER IRIS™ 3: GRAND PHANTASM** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 analog controller configuration

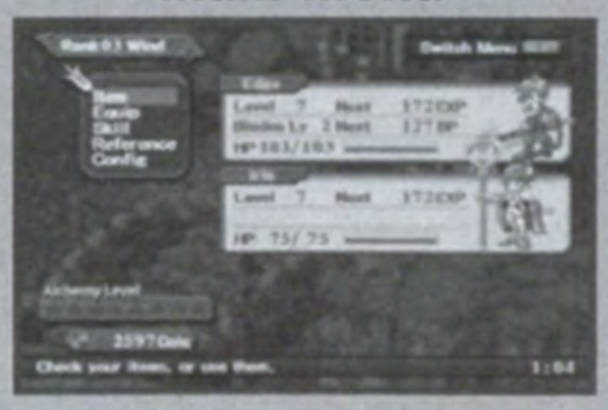


Field Map

directional buttons & left analog stick	: Move
× button	: Talk / Examine
△ button	: Open Main Menu
START button	: View Map
SELECT button	: Open Quest Notes
□ button	: Action
○ button	: Jump
L1 button / R1 button	: Change Action

Push △ button

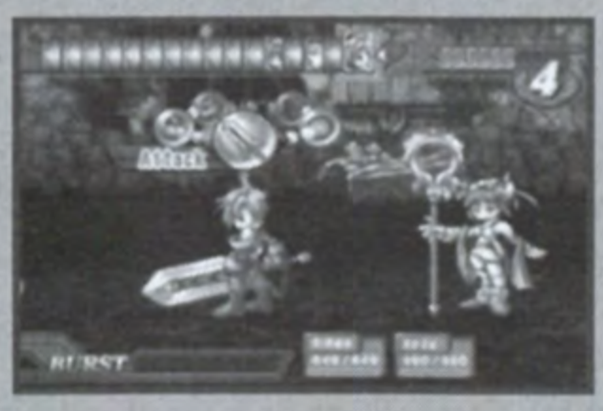
Main Menu



directional buttons & left analog sitck	: Move
× button	: Select Menu
○ button	: Exit Menu
START button	: View Map
SELECT button	: Open Quest Notes

Touch Monster Symbol

Battle Screen



directional buttons & left analog sitck	: Select Action
× button	: Confirm Action
○ button	: Cancel Action

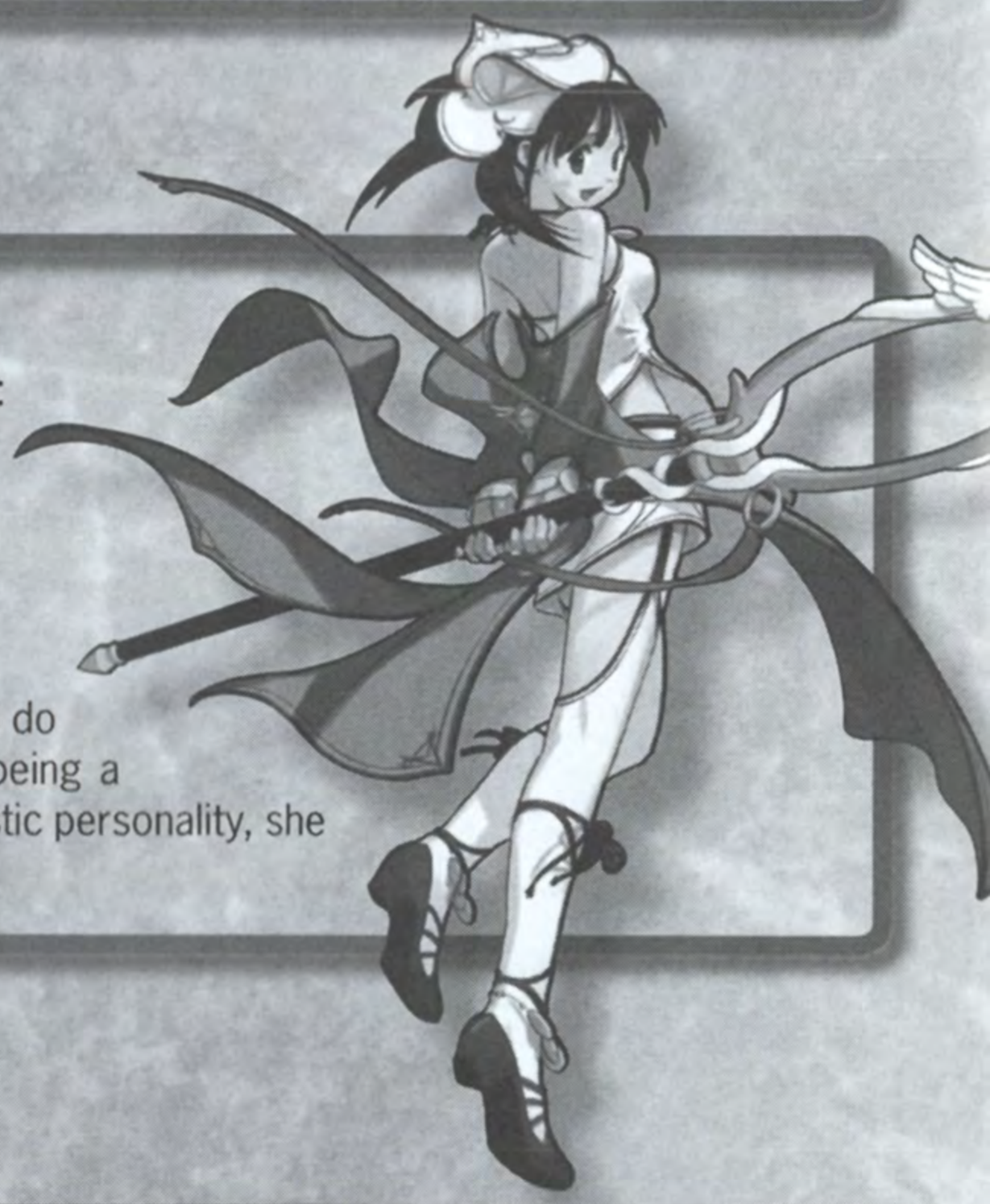
*This game is compatible with DUALSHOCK®2 analog controller and only uses the 1st player controller.
*This game is compatible with the vibration function on the analog controller. You can turn this ON/OFF in the Vibration menu in [System] (see pg.5)
*The LED Display will always be in ANALOG mode, and have the red light.

CHARACTERS

Edge Vanhite

Age: 19 (Male) Height: 176 cm Weight: 67kg
Likes: Messing around with mechs
Dislikes: Rowdy stuff
Dream: None

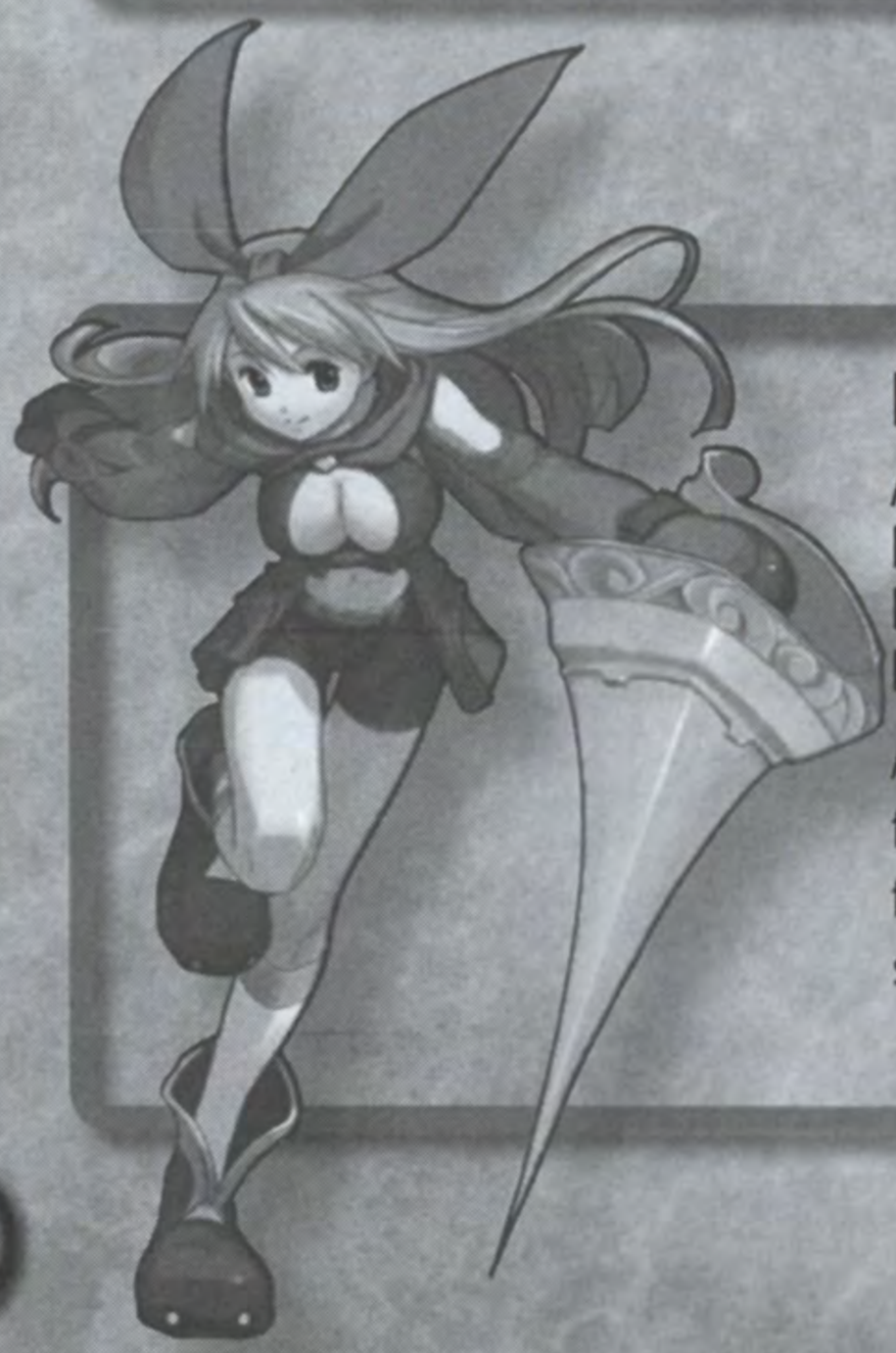
A Raider, whose job is to explore the Alterworlds. He lost his family when he was very young, and has been living with Iris ever since. He's quiet and may seem unfriendly, but deep down, he is a very kind person.



Iris Fortner

Age: 16 (Female) Height: 158 cm Weight: 41kg
Likes: Alchemy, animals
Dislikes: People who badmouth alchemy
Dream: To become the best alchemist

A Raider, and childhood friend of Edge. She grew up in an alchemist family, and can do simple syntheses. She is still a novice at being a Raider and an alchemist, but with her optimistic personality, she gets better at everything she does.



Nell Ellis

Age: 15 (Female) Height: 148 cm Weight: 38kg
Likes: Stuffed animals, sweets
Dislikes: Scary stories
Dream: Rebuilding the Ellis family wealth!

A very energetic, almost too rowdy, novice Raider. She is from a noble family from a far away town that had fallen a few years back. She came to Zey Meruze with her older sister to become Raiders and rebuild her family wealth.

HOW TO BEGIN

Turn on the PlayStation® 2 and insert the disc. After the opening sequence, press the START button on the title screen. The following options will be displayed. You can also skip the opening sequence by pressing the START button.

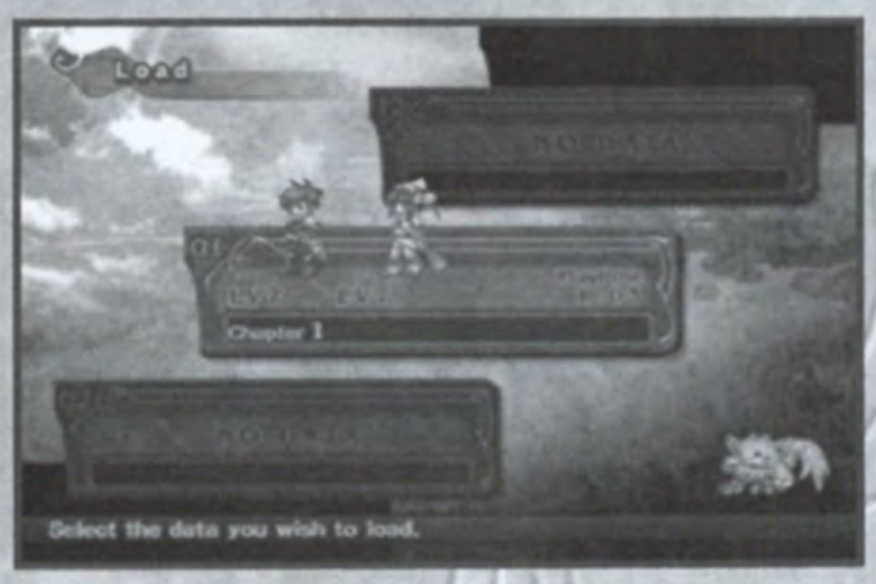
NEW GAME

Play the game from the beginning.

LOAD GAME

This will load a previously saved game so that you can continue your game. A list of all the saved data will be displayed, so you can select the file you wish to play with the directional buttons or left analog stick and press the ✕ button to confirm.

*Saved data will not be displayed unless a memory card (8MB)(for PlayStation®2) with this game content is inserted in the MEMORY CARD slot 1.



EXTRA

This option will only be displayed after you have completed the game. You will be able to enjoy various bonus materials.

*Saved data will not be displayed unless a memory card (8MB)(for PlayStation®2) with this game content is inserted in the MEMORY CARD slot 1.

SYSTEM

This will allow you to change your gameplay settings.

- **Message Speed:** Changes the speed that the message is displayed in the message window.
- **Vibration:** Switch between vibration ON or OFF.
- **Voice:** Turn voices during events ON or OFF.
- **BGM:** Control the BGM volume.
- **Sound Effects:** Control the sound effects volume.
- **Language:** Choose between English and Japanese voices.

*You can bring up the system menu in-game by selecting the [Config] command in the main menu.

SAVE & LOAD

Access the Diary in Iris' Workshop by pressing the ✕ button to Save and Load the game.

You can also resume a game by selecting [Load Game] on the title screen.

SAVE

When you select [Save], the Save screen will appear. Select the place you would like to save your file, and confirm. If you select a file that contains previous data, you will overwrite the old file, so be careful. You can only see 3 data files at a time, but you can scroll up or down with the directional buttons to see the others.

*When saving game data for the first time, the game will require at least 300KB of memory in memory card (8MB)(for PlayStation®2). This initial save will secure data space (300KB) for up to 12 save files for this game.

LOAD

When you select [Load Game] during the title screen, or [Load] in the Diary, the loading screen will appear. Select the file you would like to load, and confirm. The game will resume from the moment it was saved.

*This game requires a memory card (8MB)(for PlayStation®2) to save and load game data.

*Please set the memory card (8MB)(for PlayStation®2) in slot 1. You will not be able to Save or Load from memory card slot 2.

*If you turn off or reset the PlayStation®2 console, or pull out the memory card (8MB)(for PlayStation®2) while saving or loading game data, the recorded data may become corrupt. Please refrain from doing this.

FIELD

In the town or in the Alterworld, move the main character with the directional buttons or the left analog stick, and talk to people to gather information, go shopping, or get items. You will also meet monsters in the Alterworlds.

directional buttons & left analog stick	: Move	**△ button**	: Open Main Menu
		○ button	: Jump
× button	: Talk / Examine	**START button**	: View Map
L1 / R1 button	: Change Action	**SELECT button**	: Open Quest Notes

TALK / EXAMINE

When you meet a person in town, press the × button to talk to them. You can talk across the counter in the shops.

You can also examine Treasure Chests and other objects on the Field by pressing the × button.

TALK

EXAMINE

DASH / JUMP

By greatly tilting the left analog stick, or by using the directional buttons, you can make the main character move quicker.

You can also use the ○ button to jump, allowing the character to reach higher areas.

FIELD

ACTION

By pressing the □ button, you can do the action that is displayed on the Action Dial to the upper right of the screen. You can switch between these actions with the L1 and R1 buttons.

The only action you can use in the beginning is the sword slash, but you will gain more as you progress through the game.

Sword

This is the sword that Edge has from the very beginning. You can cut grass and defeat weak monsters on the field in one hit.

Barrett

This is a flame thrower that shoots out fire balls. It can melt ice, and light things on fire.

Hammer

This is a hammer that can destroy hard objects. It can crush boulders, and break through walls that are cracked. For some trees, if you hit the ground that the tree is on, an item hidden up in the tree may come falling down.

Monster Symbols and getting rid of them on the Field with the Sword.

The strength of monster symbols displayed on the Field can be distinguished by color. The weak monsters can be defeated with just a single swing of the sword on the Field Map, instead of going into battle. Although you will not receive experience points, they may drop items. It is useful, especially if you do not want to spend too much time. Also, you may encounter bigger than normal monster symbols on the field. These are combat quest target monsters or very strong monsters. Be careful if you decide to fight them.

FISHING

When Edge obtains a certain item, he will be able to fish on certain banks of lakes and rivers.

1 Press the ✕ button where the Action Icon shows up, and Edge will throw his fishing line.

2 When a fish is caught, a sliding bar will show up with a "HIT!" notification. Watch your timing and try to land the moving bar on the red area labeled "SUCCESS" with the ✕ button to obtain your catch.

TIME LIMIT

The Alterworlds are surrounded by a magical mist, and humans, like Edge, will be forced back to town after a certain amount of time. There will always be a need to watch out for the time limit when adventuring the Alterworlds.

This time limit will be used up while walking through the Field, as well as when you fight a battle, or after you flee.

You can also obtain an item called a Fragment of Time, which will extend your time limit. Make use of this to have an advantage during your adventure.

Fragment of Time

An item that will extend your time limit.

If you select [To Town] from the main menu, you can always return to town immediately.

Time Limit Icon

As time goes by, the sand inside the hourglass will fall, and when it finishes, one bubble underneath the hourglass will be consumed. The hourglass will flip, and continue to count down the time. When you have used up all the bubbles and all the sand falls, time is up. Edge will be surrounded by a mist, and forced back to town.

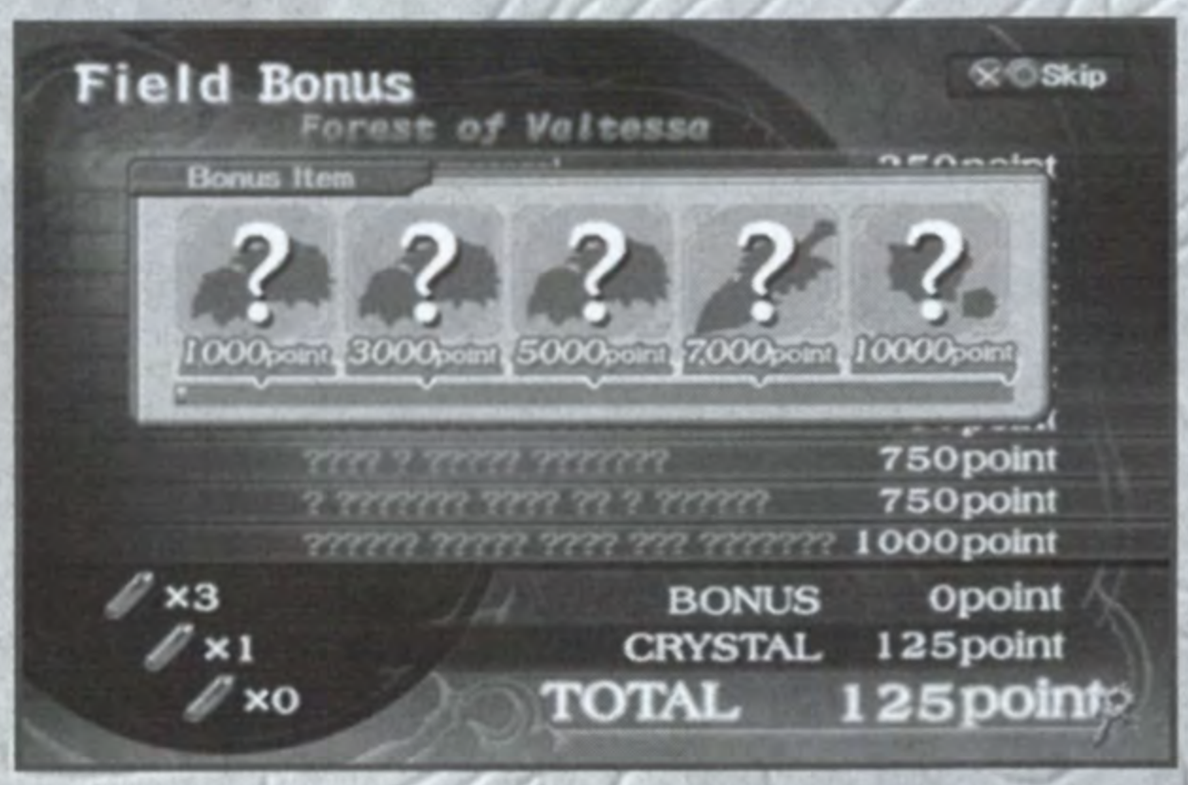
FIELD BONUS

Upon returning to town, you will gain points for your actions in that Alterworld. When you gain enough points, you will receive special items for each Alterworld.

You can gain these points from the Crystals that appear when you cut down grass or crush boulders, or complete certain requirements for that area.

Crystal

There are red, yellow, and blue crystals. After an Alterworld exploration, you will be able to get bonus points with these.



IN TOWN

WORKSHOP

This is where Edge and Iris live, and will be the base for most of your actions. You can do the following at a Workshop.

▶ SAVE / LOAD

You can save and load previous game data by accessing the diary inside the Workshop. (see pg.6)

▶ SYNTHESIS

Iris can synthesize items by accessing the cauldron inside the Workshop. (see pg.11)

▶ CHANGE BLADES

Access the Resonant Spell, the magic circle in the center of the room, to change Edge's Blades Mastery. (This will be available after a certain amount of story progression).

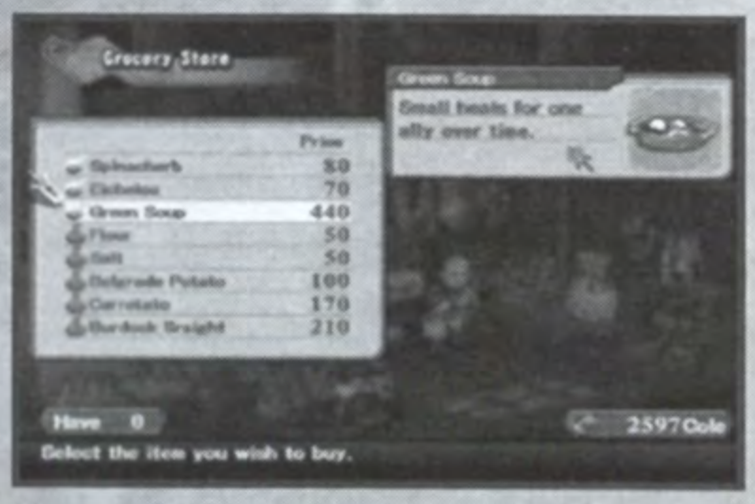
CHANGE BLADES

As you play through the game, your characters will gain blessings of spirits called Mana, which will allow certain characters to gain a skill called Blades Mastery, that can change the stats and skills of your character. These Blades can be switched by accessing the magic circle inside the Workshop. Also, each Blades Mastery requires a certain type of weapon, so you will have to select the weapon after changing the Blades.

directional buttons & analog stick	: Select
× button	: Confirm
○ button	: Cancel
L1 / R1 button	: Switch Character

SHOP

There are shops inside town where you can buy and sell items by talking to the shopkeeper across the counter. You will also find beastmen merchants out in the Alterworld villages as well. They will also allow you to buy and sell items.



▶ BUY

You can buy items that are listed in the shops. Select the item and decide how many you would like.

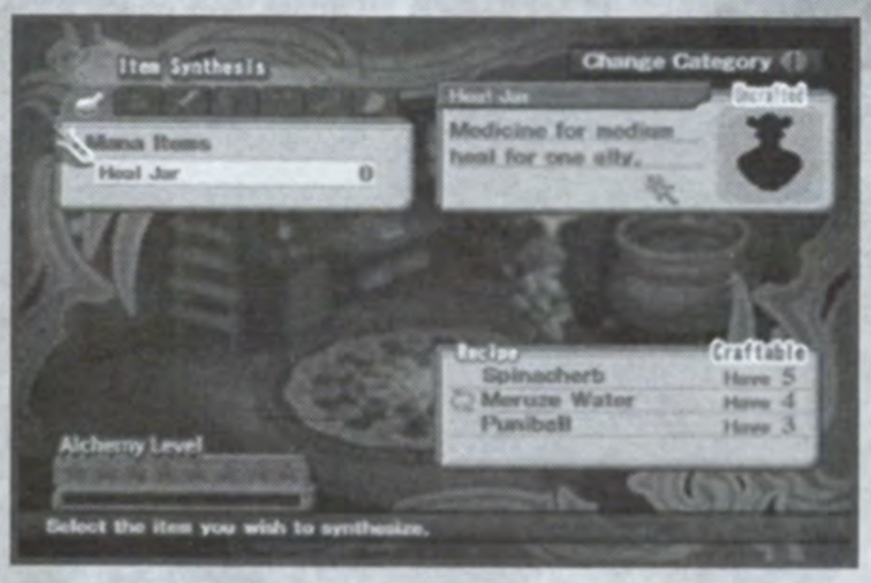
▶ SELL

Select the items you wish to sell from your inventory. Unlike the [Buy] option, you can use the direction cursor to select the category.

SYNTHESIS

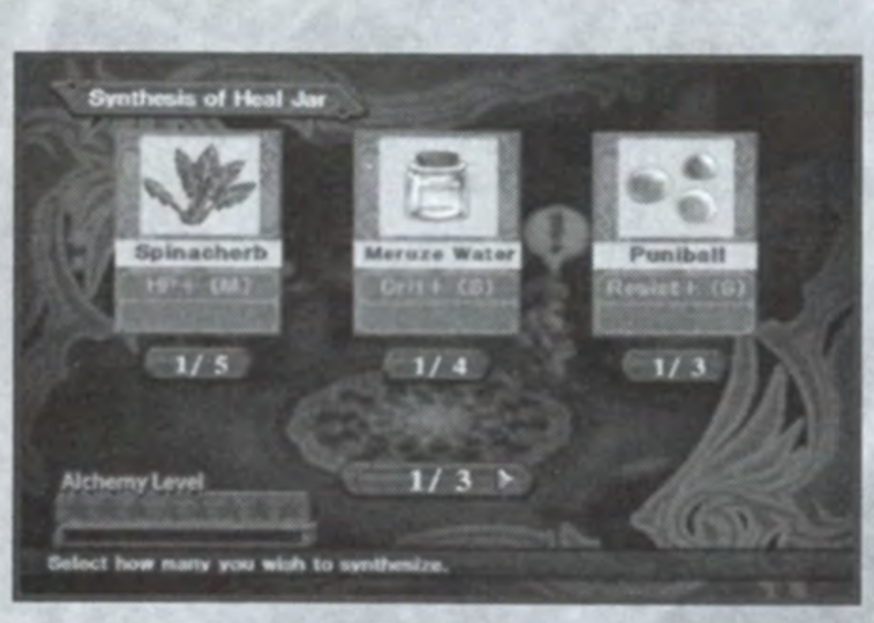
Iris, who is an alchemist, can create new items in her Workshop by combining different items. But you must have the recipe for the new item to know what you're making.

directional buttons & analog stick	: Select
× button	: Confirm
○ button	: Cancel



STEP 1 Select the item you wish to synthesize from the item list. To the bottom right is the list of needed ingredients, and how many you currently have. You can also change the category with the directional buttons.

STEP 2 The list of ingredients will be displayed, and you will then be able to decide whether to synthesize the items, or change some ingredients around. By using a different ingredient, you can change the property of the item, and sometimes even make a completely different item in the end. You can also use the △ button to check what your result will be.

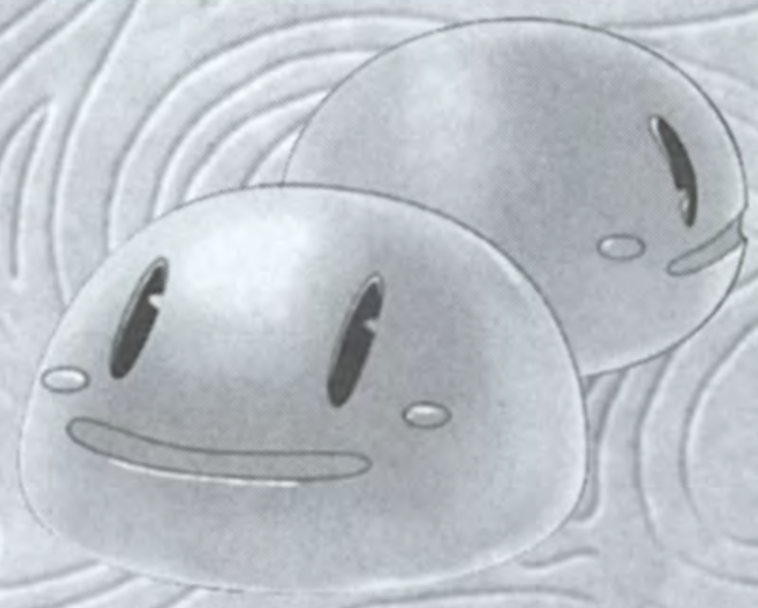


STEP 3 Select how many of the items you wish to create. If you wish to create multiple items, you can only select up to the max number of ingredients you currently have.

STEP 5 The item you have just created will be displayed. If the item that you have created can inherit a Property, you can then select those Properties (see Property Review pg.12). If this was the first time making that item, you will also gain alchemy experience points.

STEP 4

Begin the synthesis.



SYNTHESIS

PROPERTY REVIEW

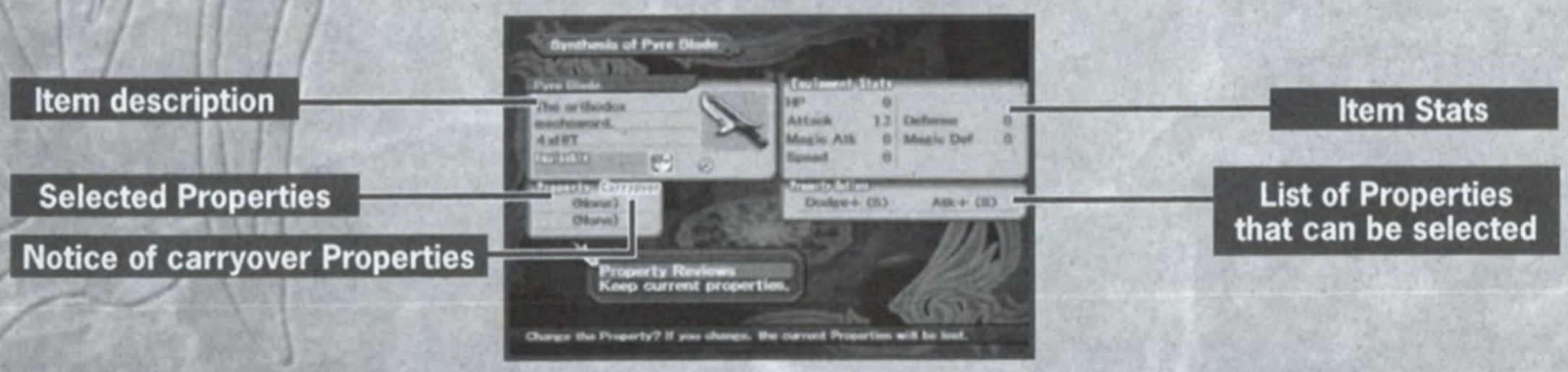
Certain items have a sub-stat which may be something like [HP +].

These are called Property effects.

When you create an item that can inherit a Property, the new item can carry over the Properties of the items that were used as ingredients.

There are 2 for weapons, and 1 for armor and accessories. You can select these Properties after synthesizing it with alchemy.

* Items that cannot inherit Properties will not have a Property Review.



1 When synthesizing an item that has Property Reviews, there will be a screen like above after Step 4 on the previous page.

2 If you select [Keep current properties], the Properties selected in a previous synthesis will be kept. If you select [Keep current properties] on a newly created item, no properties will be added.

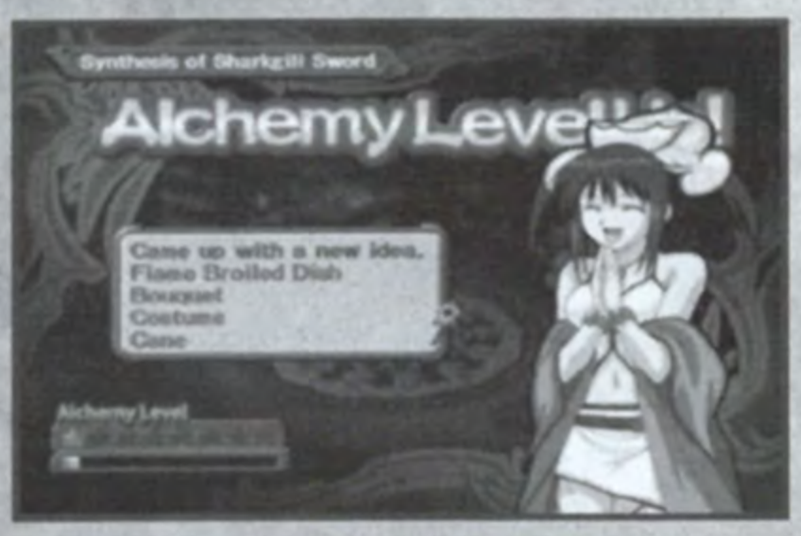
3 If you want new Properties, select [Change Property]. At this time, all the previous effects will be wiped off, and you will be able to select a new set of Properties.

4 Select the Property you want to carry over onto the new item from the list of Property candidates. Select [Confirm] to complete making the item with its new Property Reviews.

ALCHEMY LEVEL

When synthesizing a new item, Iris will gain Alchemy experience. When she gets enough experience points, her Alchemy level will go up. At this time, you will gain a few bonuses, as follows:

- **Iris's stats will increase**
- **Iris will think of new ideas for her recipes.**

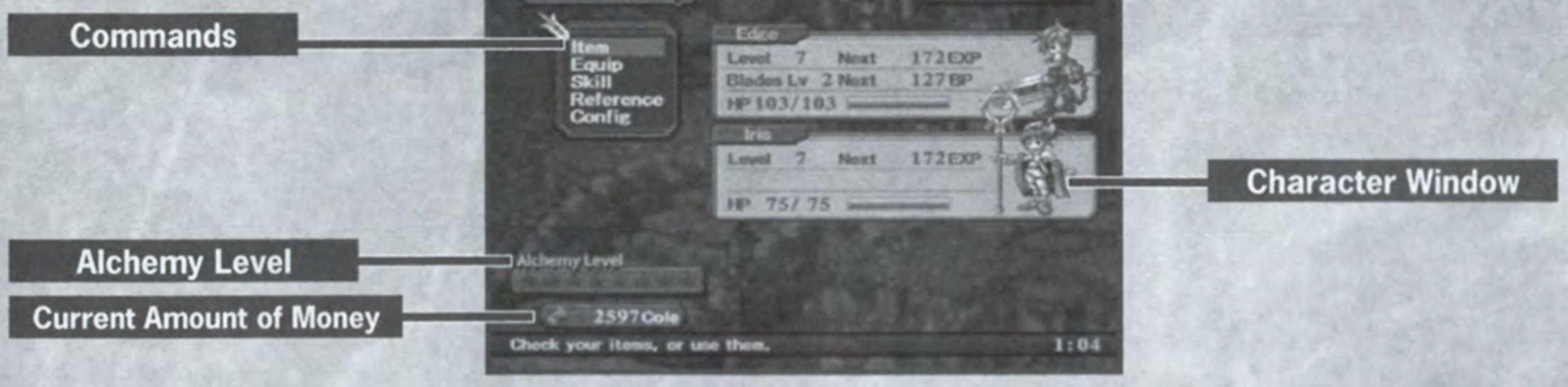


▶ Ideas for Recipes

The recipes Iris comes up with when she gains an Alchemy Level are still incomplete, so you will not be able to make those items yet.
There are certain objects around town and the Alterworlds that will help her complete these ideas and make them into full recipes. An icon, as seen to the left, will pop up whenever there is a hint. Check that area to complete those unfinished recipes. Use the information on the recipe description in the Item menu as hints to find these points.

MENU

You can change many settings on the Menu Screen, such as use Items and Skills, or equip weapons and armor. This can be seen by pressing the △ button on the Field at any time.

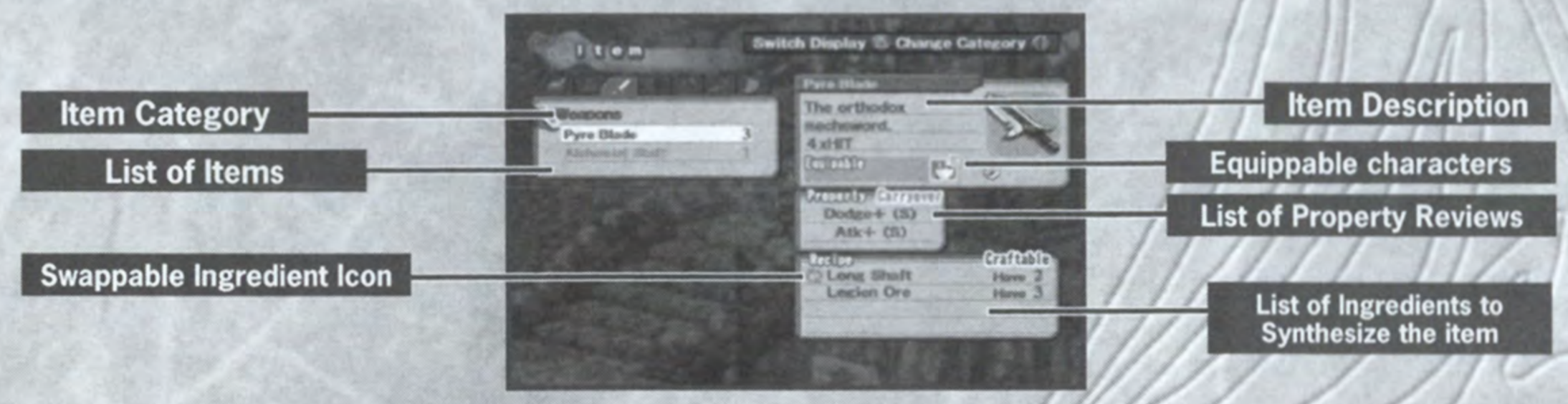


LV	: Current Level
NEXT	: Exp needed to get to next level.
HP	: Current/Max amount of life.

directional buttons & left analog stick	: Move Cursor	**× button**	: Confirm
○ button	: Cancel	**SELECT button**	: Open Quest Notes

COMMAND: ITEM

You can check the item information for items you currently have in your inventory, and use certain items that can be consumed on the Field. For useable items, after you select the item to use, you must select the target who the item will be used on.



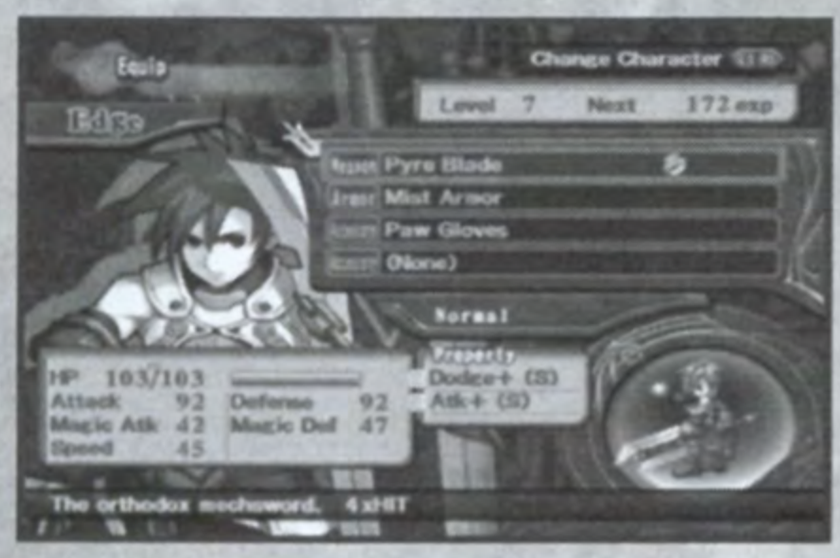
Usable Item	: Items that can be used in battle, or on the Field.
Ingredient Item	: Items that are used as ingredients for synthesis. They have no effect on their own.
Equippable Items	: Items that the characters can equip. Weapon / Weapons that the characters can equip. Armor / Armor that the characters can equip. Accessory / Accessories that the characters can equip.
Key Item	: Items that are necessary for story progression. These cannot be sold.
Recipe	: Recipes that are necessary for synthesis. These cannot be sold.

MENU

COMMAND: EQUIP

Here, you can change your party members' equipment, and check their stats.

If you decide to change their equipment, select the part (ex. Weapon) you wish to change, and select the item from your current inventory.

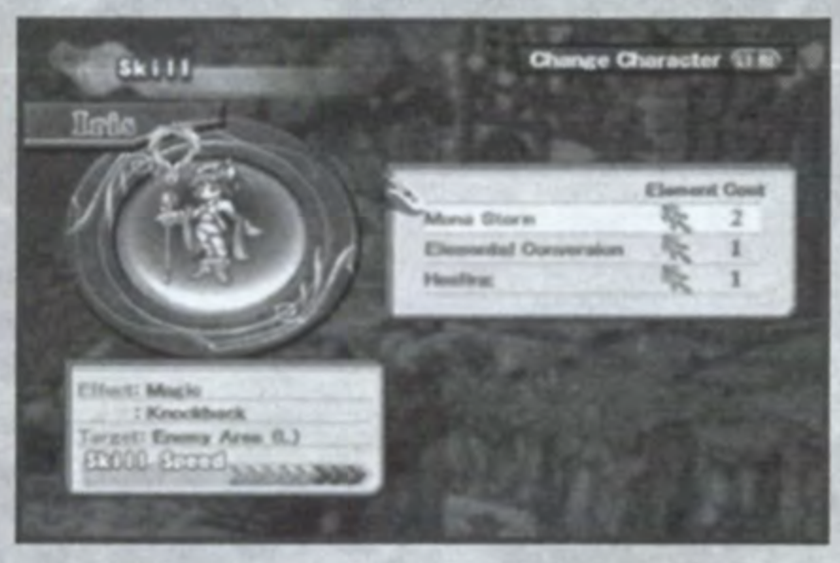


Attack	: Physical attack power.
Magic Atk	: Magical attack power.
Defense	: Resistance against physical attacks.
Magic Def	: Resistance against magical attacks.
Speed	: Speed of action.

COMMAND: SKILL

You can check the Skills you currently have equipped, and can also use certain healing Skills. This will still require the use of the Skill Gauge. Some skills can be gained by leveling up the Blades Mastery rank, while others come with certain equipment.

* All skills are not useable in town.



COMMAND: REFERENCE

You can check various information here.

Item List	: Check the details on all the items you have obtained until now.
Skill List	: Check the details on all the Skills you have obtained until now.
Blades List	: Check all the Blades you have obtained until now.
Character List	: See the detailed profile of all characters you have met until now.
Monster List	: See the details of all the monsters you have defeated until now.
Quest List	: Check the details on all the Quests you have completed until now.
Mission List	: Check the details on all the Missions you have completed until now.
Tutorials	: Check all the in-game Tutorial topics that are available to you. This will increase as you progress through the game.

COMMAND: CONFIG

Change the settings of your game play. These are the same as [System] on the Title Screen. See pg.5 for details.

COMMAND: TO TOWN

This will return you to town without having to wait for the Alterworld time limit to end.

QUEST

Raiders receive rewards by completing quests that have been issued by the Guild. Finishing these quests will also move along the game progression.

QUEST FLOW

STEP 1 Check for Quests at the Guild Bulletin Board.

There are Quest Cards posted on the Guild BB. When you accept the quest, it will automatically be saved in your Quest Notes.

STEP 2 Complete the quest requirements.

Quest details may include fighting monsters and giving items. Sometimes it may be very important to listen to your client.

STEP 3 Report the results to the client.

Your quest is complete after you report your results in to the client. You will obtain rewards, and sometimes, Quest Points.

STEP 4 Rank up and Mission mode.

When you gain a certain amount of Quest Points along with your rewards, your Raider rank will go up. Edge will then move on to a Mission for grander adventures.

QUEST BULLETIN BOARD

Access the Guild BB with the ✕ button to open the BB Menu.

Quest Cards are posted on the BB. When you select the card that you want to check, you can see the details of that quest (see pg.16 Quest Notes). Once you accept that Quest, the details will be copied onto your Quest Notes. All quests have a rank requirement, so you will not be able to accept those that are higher than your current rank.

* You cannot complete Quests or check the BB during a Mission.

Quest Status

NEW : A quest that has been newly added
NOT YET : You do not meet the rank requirement.

Quest Type Icon
See pg.16 for types of quests.

Quest Info
If there is a limit, the number would be here.

Quest Card

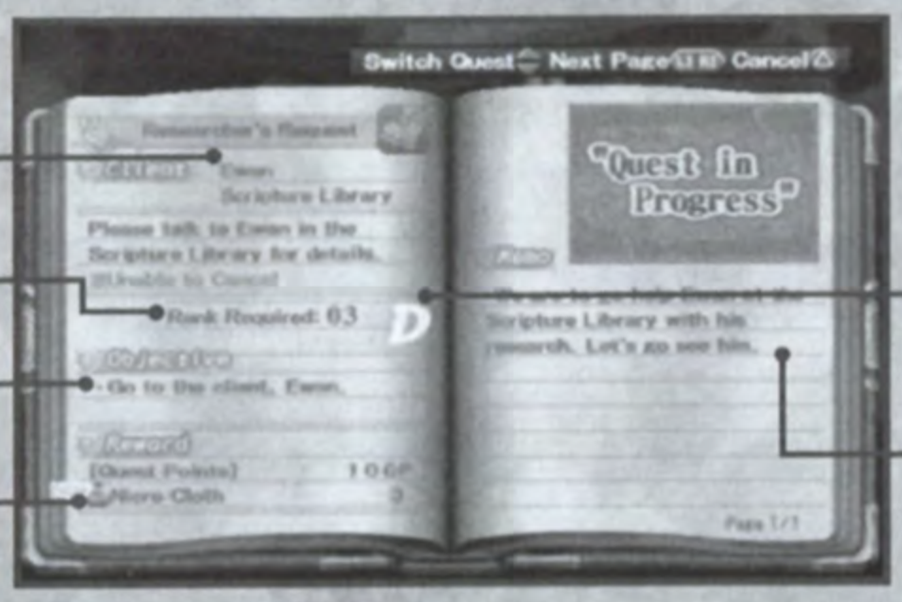
Simplified Info for Quest currently selected.

QUEST

QUEST NOTES

Here, you can check the details to all the quests you currently have accepted. There are hints for progression on the Memo column of the Notes to help you clear your quest.

You can see the Quest Notes anytime by pressing the SELECT button anywhere on the Field or in the Main Menu.



QUEST TYPES

Normal Quest	:	These are quests that are submitted by townspeople when they are having trouble. These may include various quest objectives.
Combat Quest	:	These are quests submitted by the Guild that require you to defeat monsters. The objective is to defeat a certain number of monsters, or take down a bounty head.
Retrieval Quest	:	These quests require you to fetch for items for a client. The quest is complete when you give that client the item he/she is looking for.

RESULT / RANK UP

Upon completion of a quest, the result screen will be displayed. This will show the rewards for the quest, which may include items, money, or Quest Points. When you have gained a certain amount of Quest Points, your Rank will go up. Ranking up will give the following bonus:

- **New quests will become available to you.**
- **You may receive permission to go to a new Alterworld.**
- **Mission Mode begins.**

MISSION

Complete the quests and gain a certain amount of Quest Points to Rank up. This will then allow you to begin a Mission, which is like an emergency quest. The main storyline will develop by completing these Missions.

* Since Missions are priority requests, you will not be able to check the Bulletin Board or complete any quests. But, you can still check the quests that you have already accepted in your Quest Notes (Quest status will be noted STOP).

BATTLE

When you encounter a Monster Symbol on the Field, you will enter Battle. Here are some rules and explanations of the Battle Screen.

ACCB Bar

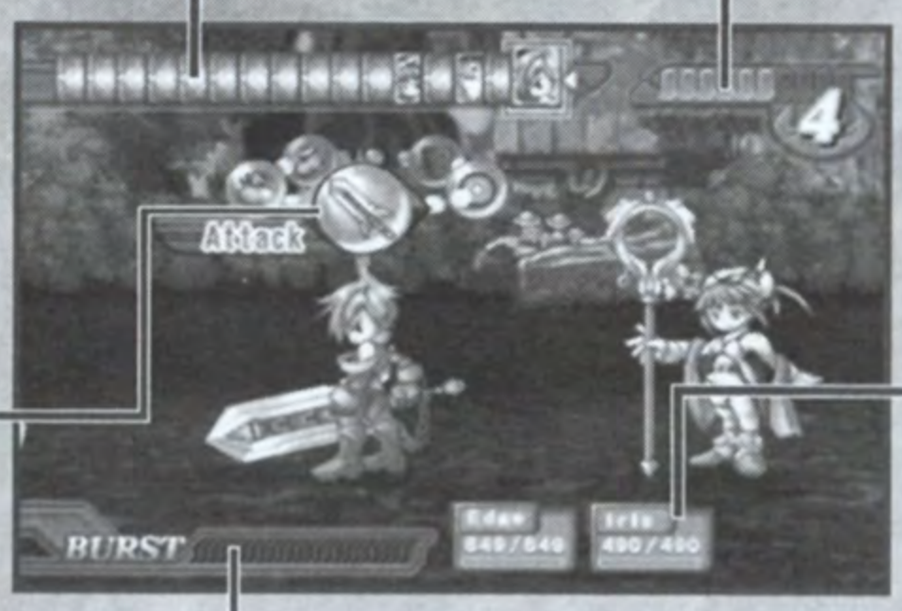
This is the order of action for both ally and enemy. When the card reaches the far right, that character can take their turn. After they take action, the card will be moved back to a certain position on the bar.

Battle Command

These are the commands that the character can take when their turn comes around. Select the command, and execute.

Burst Gauge

This Gauge increases when you land attacks on the enemy, and decreases when you receive damage. When it reaches the MAX, you will enter Burst Chain Mode (see pg.20 Burst Chains).



Skill Gauge

This is needed when you want to use a Skill. This increases when your attacks hit the enemy, or when you are attacked by the enemy.

Battle Status

This displays the HP of your current characters who are joined in battle.

directional buttons & left analog stick	: Select
× button	: Confirm
○ button	: Cancel

BATTLE COMMANDS

When the character's card comes to the very right of the ACCB Bar, they can select their battle command, and execute. In some situations, certain commands may not show up, or may not be selected.

ATTACK		Attack with the weapon that is equipped, and raise the Skill Gauge. The number of HITs will depend on the weapon and its Properties.
SKILL		Use the character's unique Skills, or the Skills that come with certain accessories. Upon using the Skill, a fixed amount of the Skill Gauge will be consumed. You can select the Skill from the selection window when it is displayed.
GUARD		Take a defensive stance, and halve the damage received. You can also use this command to fix around your turn order. After selecting this command, you can set how long on the bar the character will be taking this defensive stance.
ITEM		Use an item in your inventory. Select the item from the selection window when it is displayed.
FLEE		Flee from battle. This may fail, and you cannot gain any money or experience points. For bosses and certain enemies, this command may not show up. Fleeing from battle will also consume the hourglass time for your stay in the Alterworld.

BATTLE

BASIC RULES OF BATTLE

Victory is gained when all the enemies are defeated, and battle is lost when all your characters have gone unconscious (when HP is 0).

▶ Victory

The player wins when all the enemies you have encountered have been defeated. When you win the battle, you can obtain experience points, Cole (money), and sometimes, items.

*Characters who are unconscious at the end of battle will only receive half the experience points.

The Battle result screen will display the experience points, Blades points, and money you have earned in that battle. As for Blades points, you can rank up your Blades by obtaining more points to learn new Skills.

FAST KILL : If you can finish a battle in a short time, the battle will end with a [Fast Kill] mark, which will use up less time than normal for the Alterworld time limit.

▶ Defeat

When all the characters who are in battle have gone unconscious (when their HP is 0), you will be forced back into town. For some boss fights, being defeated may not allow you to go back to town, but end up as a Game Over.

ACCB (ACTIVE COST CARD BATTLE)

The battles in this game aren't quite turn based, but use a system called Active Cost Card Battle (ACCB) where both ally and enemies can act at different times. Time will continue to pass in real-time, other than the time you are selecting a command.

▶ ACCB Bar

The order of action for each character can be seen on this ACCB bar. This bar consists of 16 cards. At the beginning of battle, each character will be placed on this row of cards, and the others will be blanks.

Empty cards that reach the far right will go back to the left end in order, but when character cards for enemies or allies come up, it is their turn for action. After they are done, the card will be repositioned in the row, depending on speed and skill speed. This will be repeated until victory is gained, or lost.

On the ACCB bar, skills that activate over time will also be shown as cards after the character does their skill.

▶ Skill Gauge

This gauge is consumed when using Skills. It will increase when you attack, or receive damage in battle.

The consumption of the Skill Gauge is shared with any Skills you decide to use on the Field. The gauge will slowly increase over time while you are on the Field as well.

BATTLE

SKILLS

Here are some Skills that you will learn at the beginning of the game. Other than the ones you have from the very start, Skills may be learned by storing up Blades Points and leveling your Blades up. Iris, who cannot have Blades, can make a pact with the Mana, giving her the Skill to Summon them.

Pyre Bunker — Activates the ignition device in the blade and shoots out shockwaves of fire.

Windmill — Throw a ninja star that is imbedded inside the blades, for a total of three attacks.

Blink Attack — An instant attack that will allow him to immediately attack again. But there is a chance of failing.

Phantom Shift — Makes a log take the hits. He will have a good chance to completely dodge physical attacks.

Armor Piercing — With the spinning force added to the sharp point of the rapier, this will do damage that ignores the enemy's defense.

Quick Panther — Calls upon a panther to attack for her.

Armor Break — Does damage to the enemy by breaking their armor with her spear, lowering the defense as well.

Trample Charge — Calls upon a huge tank to do damage to all enemies in the area.

Summoning — Summons a Mana that has made a pact with her, and uses their Skill.

Mana Storm — Changes magic into a whirling torrent, doing damage to the target enemy.

Elemental Conversion — Does damage to the enemy. If the enemy is defeated with this Skill, you will obtain more money.

List Skills

There are some Skills called [List Skills] which require an item to activate the Skill, with effects that depend on that consumed item. These Skills will be unavailable unless you have the items in your inventory.
For Iris' Summoning Skill, you will need to select the Mana to use after selecting [Summoning]. This will not consume an item.

Common Skill

Some accessories have an attached Skill called a [Common Skill]. These skills can be used by anybody when the accessory is equipped, but will become unuseable once it is taken off.

BURST CHAIN

If your party members can continue to attack without receiving as much damage, the Burst Gauge will fill, and you will activate a special mode called [Burst Chain].

▶ Burst Gauge

The gauge to the bottom left of the screen is the Burst Gauge. This will increase when your characters successfully land their attacks on the enemy. When it fills up to max, you will enter Burst Chain Mode.

▶ Burst Chain Mode

When the Burst Chain Mode is activated, all enemies will enter Break status, the Skill Gauge will go all the way up to 9, all Skills will become much more powerful, and will build up a Chain. By getting a higher Chain, you can obtain bonus experience points and money at the end of the battle. When the gauge goes back to 0, Burst Chain Mode ends.

The Burst Gauge will fill up easier with attacks that have a higher number of HITs. Receiving damage from the enemy will lose points in the Burst Gauge, so try to make use of the Skill to keep the enemy from taking their turn. This will fill the Gauge faster.

ABNORMAL STATUS

There are negative effects during battle such as sleep or poison, that may be caused by special attacks and items.

	Poison	: Damage is taken each time your turn comes in battle.
	Curse	: HP cannot be healed.
	Slow	: Action time is slowed down
	Sleep	: You cannot take any actions, but you may wake up if attacked.
	Sealed	: You will not be able to do any magic attacks.

Most of these status effects can be naturally cured after some time in battle, but you can also use recovery items and Skills to cure them immediately. Leaving it alone may end up in disaster in the end, so try to cure as soon as you can.

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